

Nintendo ENTERTAINMENT SYSTEM



Produced by KEMCO SYSTEM CO., LTD.

Exclusively distributed by
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CREDITS

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Based on SPY vs SPY characters created by ARTHUR FREEMAN which are the
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THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™



GAMEPLAY AND SCREENPLAY
ENTERTAINMENT SYSTEM
GAME DESIGNER: NINTENDO
DESIGNER: NINTENDO

INSTRUCTIONS

We want to thank you for buying the "SPY vs SPY GAME," produced by NEMCO. Before you play the game, please read the instructions carefully. And please keep them where you can refer to them.

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

- 1 This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperatures and mechanical shock, at all times. Never disassemble it for any reason.
- 2 Never touch the terminals with your bare hands or get them wet. It could cause damage.
- 3 Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
- 4 If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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USER'S GUIDE TO
MAD
MANAGEMENT'S SERVICES

SPY VS SPY

FOR THE Nintendo ENTERTAINMENT SYSTEM

Mission Objective

Your mission is to destroy the ambusher. The secret briefcase is here! Before time runs out, you must find, fill and keep the briefcase. Locate the only and only board your plane with all of the following: Passport, Bag of Money, Key and Secret Papers.



Game Options

After the SPY vs SPY title screen appears, you can either watch the self-playing demonstration game or select the Game Option screen. If you do not want to watch the demo, press the **START BUTTON** on the **PLAYER 1** Controller to exit the option screen. From the Game Option screen you can select:

- **TRAINING** (This is a simplified version of the game. In the **TRAINING** mode, a spy needs only to collect the briefcase and a single item, i.e. money or key, etc.)
- **VS COM** (This option permits a user to play against the computer controlled spy)
- **VS PLAYER** (This is the two player option in which users play against each other. The WHITE SPY uses **CONTROLLER #1**, BLACK SPY uses **CONTROLLER #2**)
- **LEVEL** (Using **PLAYER 1's** controller, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of rooms in the embassy. Also, as the levels progress, a second floor is added to the building and sometimes parts of the first floor can only be reached by traveling on the second floor. The amount of time for each game is different on each level.)
(See rules regarding **GAME LEVELS** and **SPY RANKING**)

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Starting

You may now enter the **SELECT BUTTON** on the UP/DOWN commands on the **DIRECTION KEY** to select between **TRAINING**, **VS. COM.**, **VS. PLAYER**. You must use the **LEFT/RIGHT** commands on the **DIRECTION KEY** to select among the 8 LEVELS.

Once the game is set as you desire, press the **PLAYER 1** controller's **START BUTTON**. You will then see the next screen. At the top, the floor plan or map of the entrance will be shown. On levels with two floors, a second map will be depicted. To the left of the map will be written either '1' or '2' which indicates whether the first or second floor's map is being shown. Below the map(s) the level of game play selected (1 to 8) is indicated.

Controls

MOVEMENT: The means the speed aspect is are three dimensional. Using the **DIRECTION KEY** pushing the UP command will move you towards the rear of the room. Pushing the DOWN command will bring you towards the front. Using **LEFT/RIGHT** command's will move you left or right.

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ACCOMPLISH YOUR GOALS

OBJECT MANIPULATION. Objects you can interact with on the screen include: furniture, pictures on the walls, small tables, doors, other small mounted items, lockers and treasures. To manipulate an object, first stand within range, using the **DIRECTION KEY**. It is very important to make sure that you are **FACING** the object. Next, if you are properly positioned, press the **"A" BUTTON**, or the time the door will open, rocks or the object will slowly move.

Any object found within a room can be opened or lifted and may reveal one of the hidden items you are looking for. If you are not so lucky, it will activate a **SCOOT THREAT** machine in the furniture or behind pictures and may find such items as the key, briefcase, etc. Weapons are sometimes hidden as well. If you try to hide an object you are carrying in a piece of furniture and find that you can not hide the item, it means that another item is already hidden there.

When you find the key, money, passport or secret paper, a tag will appear in your spy's hand. At the same time, a picture of what he is carrying will appear in the **INVENTORY** window. The inventory window is the white square positioned to the right of the screen and just below your spy's **POWER INDICATOR BAR**. A spy can carry only one object at a time **UNLESS** he is carrying the briefcase. With the briefcase, the spy can carry all of the required objects. The briefcase is not indicated in the **INVENTORY** window. If you find it, the briefcase itself will appear in your spy's hand and you can carry it about. You can carry single items in the briefcase both in and out of doors in a) from room to room.

(see the section entitled **HARD TO HAND COMBAT** for additional information)

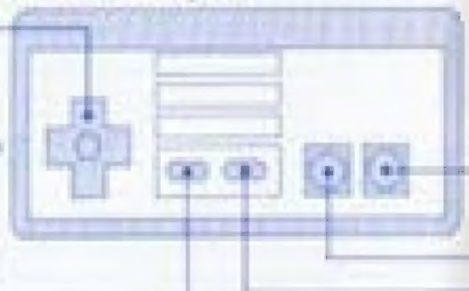
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How to use the techniques

■ Direction Key

- Use to select "TRANSFER", "VS CODE" or "VS PLAYER" before starting game. Use the UP/DOWN commands.
- Use to select the difficulty level (1 to 4). Use the LEFT/RIGHT commands.
- Use to confirm your spy in the room. Use the UP/DOWN commands to go to the BACK/FRONT of a room.
- Use the LEFT/RIGHT to move left or right in the room.
- Use to go up or down a ladder between floors. (Only after the "B" button has been used to lower the ladder.)



■ Select Button

- Use to exit the title screen.
- Use to select "TRANSFER", "VS CODE" or "VS PLAYER". (Can be used instead of the Directional Key)

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■ B Button

- Use to select **BOSSY TRAP**. (There are 4 types, see instructions for "Setting Bossy Trap")
 - 1st = **Dynamite**
 - 2nd = **Ghost Spring**
 - 3rd = **Water Bucket**
 - 4th = **Fire Bomb**
- Use to select and view the **EMERALD** map.
 - 5th press = **View Map**
 - 6th press = **Game Screen**

■ Start Button

- Use to **START** the game.
- Press during game play to **PAUSE** the game. (This is good to use when studying the map.)
- Press again to **restart** game.

■ A Button

- Press to the **ACTING** button. Use it to:
 - **OPEN/CLOSE** doors
 - **PLACE** and **SET** traps
 - **PUT/GET** or use **WEAPON**
 - **COLLECTING/PLACING** items by moving furniture or pictures
 - **COLLECT** a **KEYCARD** to protect your cat from setting off a **SECRET TRAP**
 - **RAISE/LOWER** ladder
 - **OPEN/CLOSE** trap door



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Game Elements

THE HOUSE is the central element of the game. It is the house of the player. The player can move the house to different locations on the map.



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ROUND-TWO ROUND COMBAT Two rounds mean considerably more skill required in the second round. When that happens, the guy that dropped his opponent goes down on the count screen as the guy that was pinned. Talk. It's like a victory, anything about the person I pinned with. The victory button is the power button. The winner of the round receives a cash bonus. The first round, the first, the opponent receives a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round.

Initial round two round combat. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round. The opponent will receive a cash bonus and will have a chance to win the round.





Setting Booby-Traps

To select a booby-trap from your arsenal press the "B" BUTTON as follows:

- ONCE to select the DYNAMITE BOMB
- TWICE to select the GIANT SPRING
- THREE TIMES to select the BUCKET OF WATER
- FOUR TIMES to select the TIME BOMB



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The bucket trap will appear in your trap's frame as you press the "B" BUTTON and any items you want carrying will be automatically hidden in that room. When the trap you desire is selected, you can carry it from room to room or to the desired location in a given room. Refer to the BUCKET TRAP & REMEDIES chart to find where to set traps and how to protect yourself from them. For ALL traps, when you are ready to set them in place, simply press the "A" BUTTON.

If you change your mind and do not want to set a trap, press the "B" BUTTON for the 3RD and then 4TH time. After the 4th press you will return to the game screen.

REMARKS: EXCEPT for the FISH BOWL, each of the traps has a warning symbol hidden throughout the room. Each type is always hidden in the same type of location. For example, the animals scared as a protection from WATER BUCKETS are attached to the tops of closed doors. Limeslices are always found on the COAT RACK. As with traps, remedies can be picked up and carried from room to room. Remedies can be used over and over again, but you must collect them each time you wish to use them. Use the WIFE CUTTERS to destroy the SPIDER and the WATER BUCKET to protect yourself from DRINKABLE. Refer to the BUCKET TRAP & REMEDIES chart for details.

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FLOOR PLAN MAP: By pressing the "B" BUTTON 8 TIMES, you can select the embassy's floor plan. By examining the map you can learn your location and that of the other spy at the building as well as the locations of required objects and leader traps. There is but one exception and that is that locations of TIME SCAVENS are not indicated on the map.



The only way to tell where a TIME SCAVEN is located is to watch the spies' faces. If a spy enters a room already trapped with a TIME SCAVEN, his face will turn BLUE. If that spy does not exit that room in 2 seconds...he will be blown to smithereens!

On the map itself, a "room" with a small YELLOW square in the center has a leader trap set in it. A "room" with a small BLUE square or BLUE circle in the center has at least one of the required objects hidden in it. (NOTE: Though ONE OBJECT CAN BE HIDDEN IN A ROOM, by monitoring the blue SQUARES or blue CIRCLES you will help you keep track of objects that have been moved from room to room. The large WHITE or BLACK squares indicate the locations of the WHITE and BLACK spies.

To reset the map and return to the game's action, press the "B" BUTTON a 9th TIME. Remember, the other spy has got ahead his business while you are looking at your map!



Game Levels & Spy Ranking

LEVEL	MAXIMUM TIME	"THE SPY WHO..."	"WHO A SPY SPY..."	"A SPY WHO SPY..."
1	5 minutes	0:30 to 0:40	0:30 to 0:40	Less than 30 seconds
2	5 minutes	0:40 to 0:45	0:40 to 0:45	Less than 30 seconds
3	7 minutes	0:45 to 0:50	0:45 to 0:50	Less than 37 seconds
4	10 minutes	0:50 to 0:55	0:50 to 0:55	Less than 3 with 40 seconds
5	15 minutes	0:55 to 0:58	0:55 to 0:58	Less than 3 with 40 seconds
6	15 minutes	1:00 to 1:05	1:00 to 1:05	Less than 3 minutes
7	20 minutes	1:05 to 1:10	1:05 to 1:10	Less than 3 with 50 seconds
8	25 minutes	1:10 to 1:15	1:10 to 1:15	Less than 3 with 50 seconds

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